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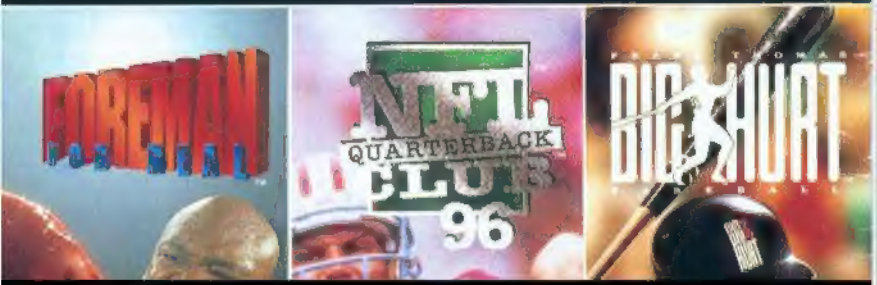

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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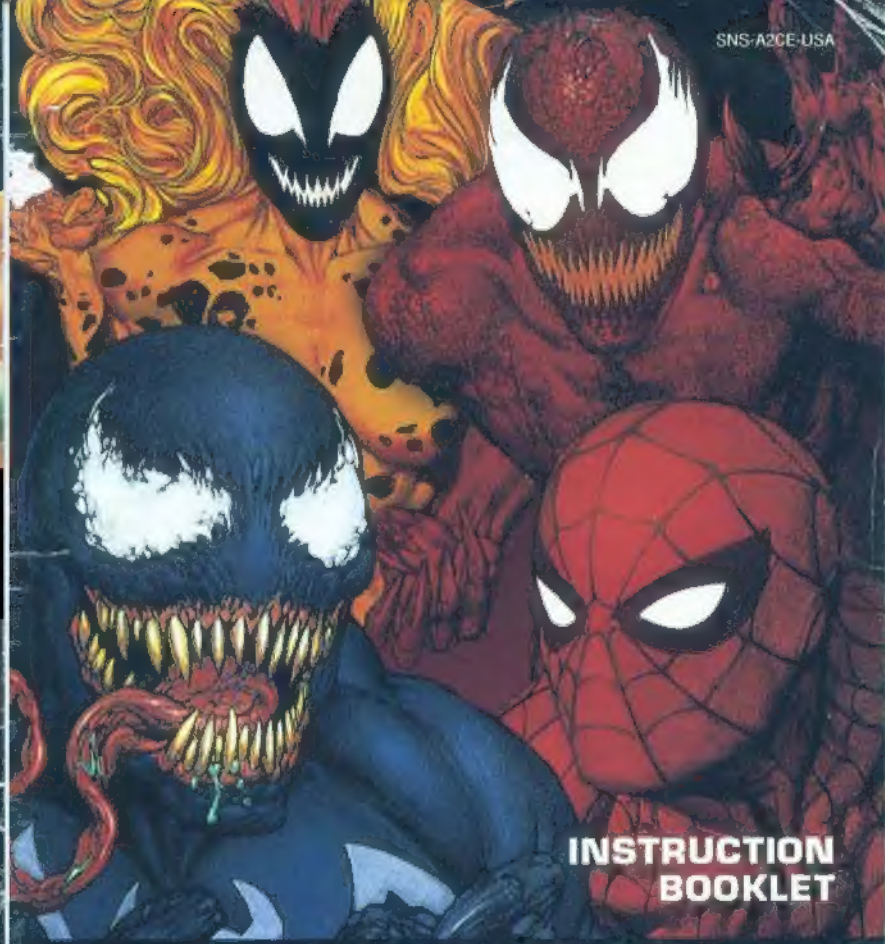

INSTRUCTION BOOKLET

KIDS TO ADULTS
AGES 9+

MARVEL COMICS

Venom® • Spider-Man®

SEPARATION ANXIETY™

Acclaim entertainment, inc.

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

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The richest investors in the United States have banded together to form the Life Foundation, an organization designed to protect their spoils from post-nuclear war scavengers in the event of such a catastrophe. Now, the sinister scions of the mysterious Foundation have loosed a terrifying plan that threatens the very survival of mankind! Once again, Venom and Spider-Man find themselves unlikely allies, overcoming their mutual hatred in order to prevent five new aliens symbiotes from bonding with their host bodies and spreading terror throughout the world!

As our arachnid arch-rivals swing into the scene, the action moves deep underground, where darkness and shadow cannot conceal the evil that is growing. Create the next exciting episode as either Venom or Spider-Man -- or both!

LOADING:

1. Make sure the power switch is OFF.
2. Insert the Separation Anxiety™ Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction manual.
3. Turn the power switch ON.

When the Separation Anxiety™ title screen appears, you will see 3 choices:

One Player, Two Player and Enter Password.

Press UP or DOWN on the CONTROL PAD to highlight your choice, then press the START BUTTON to select it. Begin playing Separation Anxiety by pressing the START BUTTON.

ONE PLAYER GAMES

This options allows one player to play as either Spider-Man or Venom.

TWO PLAYER GAMES

One player plays as Spider-Man, the other as Venom.

COOPERATIVE MODE: In Cooperative Mode, players fight together and cannot harm each other.

PICKUPS

Partial Health

Picking up this icon will partially restore your hero's health.

Full Health

Completely restore Venom or Spider-Man to full fighting strength when you collect this large heart icon.

Extra Life: Spider-Man

Give Spider-Man another shot at the bad guys! Number of lives appears in the counter at the top of the screen.

Extra Life : Venom

Venom battles on when you pick up this valuable icon! Number of lives appears in the counter at the top of the screen.

Super Hero Icons

At various levels throughout the game you can count on help from the following Super Heroes by collecting their icons. Once collected, the Super Heroes remain available to until you decide to use them. Press the LEFT TRIGGER to select a cameo and the RIGHT TRIGGER to bring a super hero into the action.

Captain America

Collecting this pick up will bring Captain America to your side, where he'll wield his shield to destroy enemies.

Ghost Rider

Ghost Rider roars to the rescue and destroys enemies with his mystic chain when you collect his icon.

Hawkeye

Arrows fly as Hawkeye empties his quiver at your foes!

Daredevil

This mysterious hero is ready to lend a helping hand, arm, leg, whatever it takes!

GAME SCREEN

Energy: Spider-Man and Venom each have meters which measure their energy. As they sustain damage, the meters will go down. When energy meters are empty, your hero loses a life.

Lives: Each hero begins the game with 3 Lives. Gain extra Lives by picking up the proper portrait icon. When all Lives are lost, the game is over.

Scoring: Earn points by defeating bad guys, collecting pick ups and discovering hidden areas. Points appear above each player's energy meter.

CONTROLS

MOVING

Walk: Left/ Right Control Pad

Run: Press twice Left/ Right Control Pad

Walk (in or out of screen): Up/ Down control pad

Somersault or Backflip: B Button + Left or Right Control Pad

FIGHTING

Scissor Kick: press the B BUTTON then the Y BUTTON in quick succession

Punch: Y BUTTON

To Pick Up an enemy or object: Walk next to it and press the Y BUTTON and UP on the Control pad simultaneously. While person or object is over your head, pressing the A and B BUTTONS rapidly will spin and pressing the Y BUTTON will throw.

WEB CONTROLS

To Pull an Enemy Towards You: A BUTTON + Left of Right on Control Pad

Fire Web-Line: X BUTTON

Web-Shield: Hold A BUTTON

Fire Web Bolt: Tap A BUTTON

WHILE WALL CRAWLING

Climb: Up, Down, Left or Right on Control Pad

Jump on to or off of wall: B BUTTON

Fire Web-Line: X BUTTON

Punch/ Kick: Y BUTTON

WHILE WEB SWINGING

Swing : Left or Right on Control Pad

Climb: Up or Down on Control Pad

Release Web: B BUTTON

Fire Web-Line: X BUTTON

LEVELS

Venom barely escapes from the Life Foundation with his life -- yet he knows he must return. The five symbiote seeds takes from his "other" must be prevented from bonding with the savage soldier hosts the Life Foundation hopes to use against humanity! While Venom suffers from separation anxiety over losing his new "children," he knows he must destroy them before another Carnage is created!

Join Venom and Spider-Man in the battle to save all of humanity! The action ranges from a modern metropolis to the Life Foundation's high security doomsday bunker far below the earth! Spider-Man and Venom face deadly symbiotes, troops of private soldiers, the fearsome five-man para-military group known as the Jury, and a host of high-tech robots! You'll need all your webbed wits to confound and beat these vicious enemies! At some levels, you may be abducted into the Trap Room by Jury members.

Note: Area descriptions assume a two player game. If you are playing a one player game as Spidey or Venom, you'll be facing these foes on your own!

NEW YORK CITY

The city is alive and teeming with lurking criminals looking to teach some lethal lessons to Venom and Spider-Man. You'll need to defeat the many thugs and villains who are on punishment patrol throughout the city.

And agents of the Life Foundation also threaten to end your web-slinging careers! And if you can web your way through Manhattan in one piece, you'll confront a whole new challenge: Diggers who are breaking ground to build Venom and Spider-Man's permanent resting place!

A BRIDGE TO BEDLAM

With the taste of the Digger's dirt still fresh, Venom and Spider-Man head upstate to find the Life Foundation, in a desperate race against time to stop the paranoid patricians who would rule Armageddon. As the perilous journey begins, Venom and Spider-Man encounter a vast bridge under construction -- and a welcoming committee of Life Foundation soldiers! Your spider-powers will be tested to the limit as you swing across gaps in the unfinished span and battle hand-to-hand with a Foundation Jury member.

Try to find the weakest spot in the heavily-armed division of armored soldiers that tops off this swingfest!

INTO THE WOODS

The bridge behind them, our unlikely allies continue on towards the Life Foundation. Night closes in as they reach a wooded area, a forest full of determined soldiers and hidden pathways. Disliking the approach of any strangers, to say the least, the Life Foundation has sent numerous patrols out to "discourage" Venom and Spider-Man from pursuing their quest. You must defeat all the enemies who cross your path if you hope to leave the woods alive!

THE LIFE FOUNDATION

At last, Venom and Spider-Man breach the entrance to the Life Foundation -- this is no social call, our heroes mean business! A less-than-warm welcome awaits them: Spider-Man and Venom must run a gauntlet as they try to take the elevator all the way to the bottom. Once they manage this feat, there's a new surprise in store! All the web-swinging in the world can't protect our heroes from heavily-armed members of the Jury! You'll have to find a different approach if you hope to continue!

CITY BENEATH THE SOIL

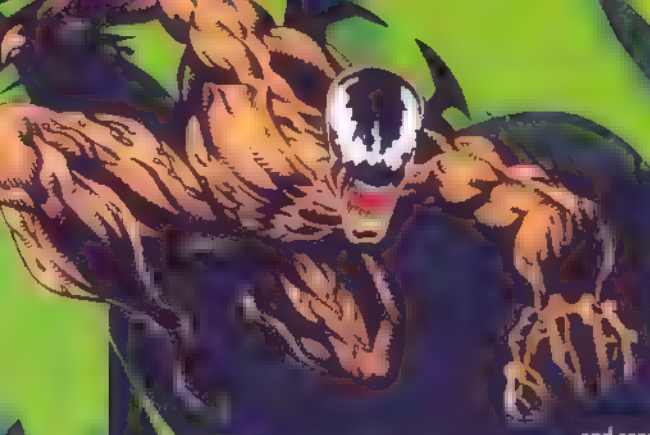
Far below the surface, the persevering pair stumble onto a surreal scene: a vast underground city that defies belief! This spectacular setting holds many dangers for Spider-Man and Venom -- including laser-armed Life Foundation troops with a serious score to settle! Not to mention one of the five deadly symbiotes hatched to protect the Foundation -- at the expense of everyone else!

PLAZA OF DOOM
THE PERILOUS PLAZA

Realizing that the streets are too dangerous, Spider-Man and Venom search for another way to enter the center of the Life Foundation. This search leads them through all the levels of a nearby... shopping mall? This punishing plaza is patrolled by Foundation soldiers, creating a sticky situation for our heroes! As if this weren't enough, two members of the Jury show up to make life even more difficult! You'll need all your climbing and web-swinging skills to escape with your lives.

VENTILATOR BLUES

Tight spaces make for furious fighting as Spider-Man and Venom try to make their way to the center of the Life Foundation through the air vents.



It's a duke out via ducts! Our heroes encounter a new menace in the name of fillers and razer walls – ChunDroids! Once you fight your way past this robotic terror, you'll face an even tougher foe, as Spider and Venom knock heads with the second of the Life Foundation Symbiotes!

FOUNDATION SANCTUM

The vents lead to the inner world of the Life Foundation, and now Spider-Man and Venom are big-deep in the paranoid leader mentality behind this survivalist nightmare. The hallways are full of red flashing lights, but watch your webs while slinging, because these hallways are more than friendly! Grenades fly as soldiers fight to eliminate the intruders. You must also contend with a trio of Jury members, so be on the lookout!

INTERNAL SECURITY ZONE 1

Venom and Spider-Man arrive at the first security check point, a high-tech area protected by tough soldiers armed with lethal weapons. Special guardian robots are patrolling as well. Everywhere you turn seems to hold danger! This check point is a real test of your abilities – and your will to survive! Look out for the third symbiote!

GREEN HOUSE

This futuristic greenhouse is the central air supply for the underground city. On a catwalk in this vast area, Spider-Man and Venom fight soldiers and other assailants. Further on, the dreaded ChunDroids make another appearance. Defeat these rampaging robots and you'll find yet another monster: the fourth symbiote, eager for battle!

WAREHOUSE

The Life Foundation's two-story supply warehouse is full of surprises. Soldiers with flame throwers are a particular nuisance as you make your way through the warehouse. More troublesome is the sudden appearance of all five Jury members -- at once!

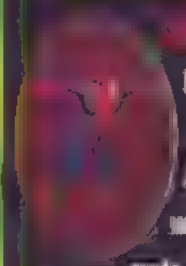
INTERNAL SECURITY ZONE II

The welcome mat has been yanked out from under as Spider-Man and Venom arrive at the second security checkpoint. Our heroes must dodge an ever-increasing barrage of laser bursts and other security devices! Even if you survive, remember that Spider-Man and Venom have only faced four of the alien symbiotes -- leaving one terrible creature thirsting for the duo's demise! It's time to shut down this place once and for all!

CARNAGE UNCAGED

Carnage?!? But he was defeated long ago! Now Spider-Man and Venom come upon a huge room where the dreaded Cletus Kasady and his symbiotic "other" await in a plant-glass canister. Is he harmless inside his cage? You'll be too busy fighting a lifetime's worth of bad guys to ponder the point!

CHARACTERS

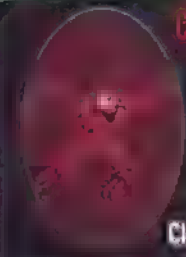


Peter Parker was bitten by a radioactive spider, and so acquired the proportionate speed, strength and agility of the arachnid – he found he could even cling to walls! Creating a pair of wrist-mounted web-shooters, Peter made a colorful costume for himself, and took the name Spider-Man – dedicating himself to the principal that with great power, there also comes great responsibility.

VENOM

Sworn to defeat the amazing web-crawler, Venom maintains a shaky alliance with Spider-Man. A former reporter for the Daily Globe, Eddie Brock left the newspaper in disgrace – blaming Spider-Man for his downfall. When Peter Parker rejected the alien symbiote that he believed was merely a costume, the creature joined with Brock. Their mutual hatred of Spider-Man fueled a vicious entity which has come to be known as Venom!

CARNAGE



The ultimate marriage of madness and alien matter, Carnage has been a threat to mankind ever since one of Venom's symbiotic spawn bonded with the insane criminal, Cletus Kasady! A lethal opponent with all of Venom's powers (and none of his scruples), Carnage exists for the sole purpose of wreaking havoc and causing mass chaos.

THE JURY

In their special power suits, the five members of the Jury are dedicated to whomever will pay their high price -- in this case, the dreaded Life Foundation! These brutish soldiers follow their own moral code, passing only judgment: Guilty! The sentence? Extermination -- for Spider-Man and Venom!

SYMBIOTES

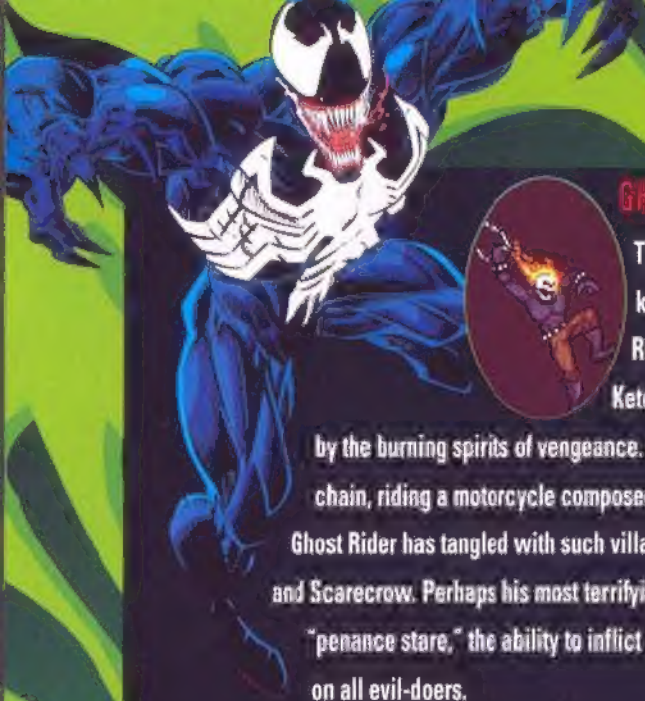
Imagine that there was more than one Venom. Imagine that this creature was called Carnage. Now imagine five more symbiotes just like him, all dedicated to the same philosophy of evil and chaos. Stop imagining! Thanks to the interfering Life Foundation, five of Venom's symbiote spawn have joined with five of the Foundation's most vicious, morally-bankrupt soldiers! They are perhaps the most dangerous threat ever posed to mankind!

LIFE FOUNDATION SOLDIERS

They are the dregs of society -- immoral, idiotic muscleheads who follow any order, no matter how vile or foolish. When you tell them to jump, they ask how to! These moronic mercenaries are unthinking men of action who have been programmed for one thing: destroying Spider-Man and Venom!

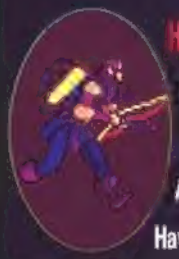
CAPTAIN AMERICA

1941... the world at war! Frail Army-reject Steve Rogers was offered the opportunity to serve his country by participating in Operation: Rebirth, becoming the sole recipient of the Super-Soldier formula. In the blink of an eye, Rogers was transformer into the super-heroic Captain America! His World War II heroics became the stuff of legend, before he was thrown into a state of suspended animation. Revived years later by the Avengers, Captain America now uses his trademark indestructible shield to fight evil in this day and age!



GHOST RIDER

The mysterious avenger known as the Ghost Rider is really Dan Ketch, a man transformed by the burning spirits of vengeance. Armed with a mystical chain, riding a motorcycle composed of otherworldly fire, Ghost Rider has tangled with such villains as Deathwatch and Scarecrow. Perhaps his most terrifying power is his "penance stare," the ability to inflict intense emotional pain on all evil-doers.



HAWKEYE

Ex-carnival performer Clint Barton was trained in martial arts and hand to hand combat by none other than Captain America himself! An ally and friend of Spider-Man, Hawkeye is an expert archer. He uses special arrows equipped with items like bolas, acid, and high explosives to thwart his opponents. A member of the Avengers, the stalwart Hawkeye is always ready to aid Spider-Man!

DAREDEVIL

Blinded by a strange radioactive isotope, Matthew Murdock soon found that his remaining senses had been heightened -- and that he had developed a special "radar sense" that was, in many ways, better than sight! An uncanny athlete as well as a highly-skilled martial artist, Murdock became the Daredevil to avenge his father's murder. With his heightened senses, he can read by feeling the ink on a printed page, and tell if a person is lying by listening to their heartbeat!

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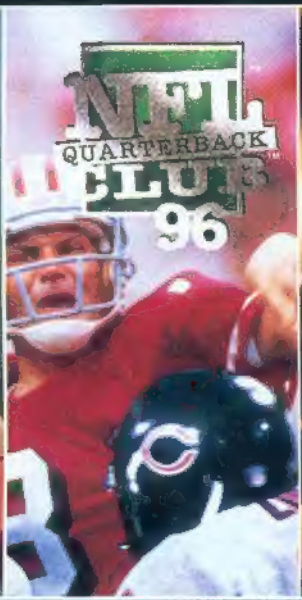

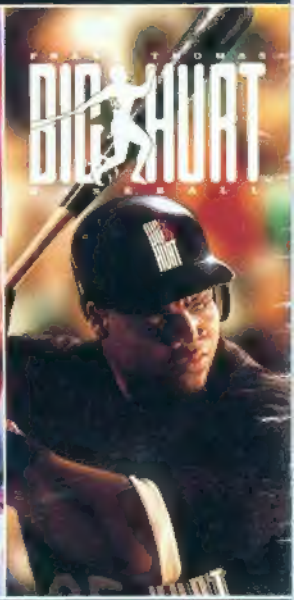

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